

CITY OF ELY

Resolution Number 2023-08

RESOLUTION ESTABLISHING A FEE TO RE-OPEN BUILDING PERMITS FOR CONSTRUCTION PROJECTS ISSUED UNDER CURRENTLY ADOPTED CODES.

WHEREAS, the Ely City Council has the authority to pass resolutions that are not repugnant to the constitutions of the United States or of the State of Nevada or to the provisions of Chapter 266 of the Nevada Revised Statutes, necessary for good municipal government and the management of the city affairs pursuant to Ely City Code 1-5-4(B) and N.R.S. 266.105;

WHEREAS, the International Residential Code Section 105.5, International Building Code Section 105.5, and Uniform Administrative Code Section 303.4 generally provide that every permit issued shall become invalid unless the work authorized by such permit is commenced within a certain number of days after its issuance or after commencement of work if said number of days pass between inspections;

WHEREAS, currently, if a permit expires it becomes null and void and the holder of the permit must re-apply and pay the full amount for a new permit;

WHEREAS, allowing permit holders to re-open expired building permits issued under the same codes as adopted at the time the re-issuance occurs lowers costs, encourages growth, and promotes efficient, economical governance; and

THEREFORE, pursuant to the above and in the best interest of the citizens of Ely, the City Council of the City of Ely, State of Nevada, hereby resolves and orders, by way of this Resolution, that when a permit holder's building permit expires, the building official may require a fee of twenty-five dollars (\$25.00) or ten percent (10%) of the new permit to be assessed, whichever is greater, to re-open the expired permit, unless a different code governing the permit is adopted prior to re-issuance.

VOTES: **AYES:** _____

NAYS: _____

ABSTAIN: _____

PROPOSED on the 11th day of May 2023, by Craig Peterson, Building Official.

PASSED on the 25th day of May 2023.

APPROVED:

ATTESTED TO BY:

NATHAN ROBERTSON, MAYOR

JENNIFER LEE, CITY CLERK